

CLAIMS

What is claimed is:

1. A system for recording messages, said system comprising:
a memory for receiving messages having associated therewith a controlled play time;
and
a clock for playing each received message at the controlled play time associated with said received message.
2. The system of claim 1 wherein said message is played at said controlled play time without regard to any action taken on the part of a message recipient.
3. The system of claim 2 wherein said messages are audio messages played by a speaker.
4. The system of claim 2 wherein said messages are video messages displayed on a display.
5. The system of claim 2 wherein said messages are a combination of video and audio messages.
6. The system of claim 1 wherein at least one of said messages contains a call-back number, said system further comprising:
a transmitter;
an input for receiving a response to a played message; and
means for enabling said transmitter to send said response to said call-back number.
7. The system of claim 1 wherein said controlled play time is a plurality of different times.
8. The system of claim 1 further comprising:
a processor operable in response to instructions received with said message for controlling the play of messages other than received ones of said messages.

9. The system of claim 8 wherein said other messages are selected based on information available at the time a received message is played.

10. The system of claim 9 wherein the selection of said selected other message is controlled, at least in part, by information received by a message sender.

11. The system of claim 9 wherein the selection of said other messages is controlled, at least in part, by local sensors.

12. The system of claim 11 wherein said sensors are selected from the list of temperature, time, internet, calendar, GPS, medical sensor.

13. The system of claim 1 wherein a played one of said messages is played continuously for a period of time.

14. The system of claim 1 wherein said messages are received by a plurality of memories in a broadcast mode, said memories associated with different receiving users.

15. The system of claim 1 further comprising an override control for playing selected ones of said messages at a time established independent of said clock time associated with said selected ones of said messages.

16. The system of claim 1 wherein said clock, at a controlled playtime, enables downloading of pre-identified messages stored at a location remote from said system.

17. The system of claim 1 further comprising:
means for converting any played message to a format controlled by said messaging system.

18. The system of claim 1 wherein said controlled play time is a message recipient specific time category.

19. A method for leaving a message for a receiving party; said method comprising the steps of:

establishing a communication connection with a memory device associated with said receiving party; and

providing over an established communication connection a message playing time for a message to be played to said receiving party at said message playing time.

20. The method of claim 19 wherein said providing step includes the step of: providing additional message playing times for each said message.

21. The method of claim 19 wherein said providing step includes the step of: providing multiple message times, each provided message time associated with a different message to be played at the corresponding provided message time.

22. The method of claim 19 further comprising the step of: downloading together with said message playing time at least part of a message to be played at said playing time.

23. The method of claim 19 further comprising the step of: downloading together with said message playing time the identity of a message to be played at said playing time.

24. The method of claim 23 wherein said message is located remote from said receiving party.

25. The method of claim 19 further comprising the step of: downloading together with said message playing time, the identity of a message at least partially based on information obtained at said message playing time.

26. The method of claim 19 further comprising the step of: overriding said playtime with a locally provided playtime.

27. The method of claim 19 wherein said message playing time is a time category specific to said receiving party.

28. A messaging system comprising:
a processor for controlling the receipt of incoming messages; said processor operable for controlling the interaction with a message sender such that attributes established by said sender can be associated with each received message, said processor further operable for controlling the playback of said message in accordance with said attributes and wherein at least one of said attributes is a time of said playback.

29. The method of claim 28 wherein said time of said playback is modified by data associated with each particular message recipient.

30. The method of claim 28 further comprising:
sensors local to a message recipient, and
wherein said time of said playback is established by data from one more of said local sensors.

31. The method of claim 30 wherein said playback is to said message sender based upon data from at least one of said sensors local to said message recipient.

32. The system of claim 30 wherein said messages are selected from the list of messages consisting of audio, video, graphics, still video, video converted from audio.

33. The messaging system of claim 28 where at least one of said attributes is selected from the list of attributes consisting of: duration of playback time; number of repeat times for said message; response required to said message; additional data to be played; open mike times; identity of data to be obtained at said time of said playback.

34. The messaging system of claim 28 wherein said message is played at said time without regard to any action taken on the part of a message recipient.

35. The system of claim 28 wherein at least one of said messages contains a call-back number, said system further comprising:
a transmitter; and
an input for receiving a response to a played message; and wherein said processor enables said transmitter to send said response to said call back number.

36. The system of claim 28 wherein said processor is operative to enable playing selected ones of said messages at a time established independent of said time associated with said selected ones of said messages.

37. A messaging system comprising:
a memory for storing messages;
a clock for enabling stored ones of said messages to be played to a recipient without action on the part of said recipient; and
a processor for controlling the addition of data to any stored message, said added data obtained at the time said message is played.

38. The system of claim 37 wherein certain of said stored ones of said messages are associated with a times for playing said message, each said playing time provided at the time of said message storage.

39. The messaging system of claim 37 further comprising:
control data for overriding said associated playing time.

40. The messaging system of claim 37 wherein said clock is operative based on time and date information stored with said message to establish a playing time associated with each message.

41. The messaging system of claim 37 wherein said added data is selected from the list consisting of:
temperature data, calendar data, Internet data, radio data, time data, GPS data, medical data.

42. The messaging system of claim 37 further comprising:
means, including external event sensors, for establishing an associated message time for any of said messages.

43. The messaging system of claim 37 further comprising:
means for converting any played message to a format controlled by said messaging system.

44. A method for delivering messages to a recipient, said method comprising:
creating a message to be sent to a recipient;
associating with each said created message a time to deliver said message to said recipient;
storing each said created message in association with said created delivery time; and
playing each said stored message for said recipient at said time associated with said stored message without action taken by said recipient, at the time each said message is played.

45. The method of claim 44 wherein said messages together with the time associated therewith are stored on a system uniquely identified with said recipient.

46. The method of claim 44 wherein said messages are stored on a system remote from said recipient.

47. The method of claim 46 wherein said created delivery time is stored on a system uniquely identified with said recipient.

48. The method of claim 44 wherein said playing further comprises:
playing at least one message for said recipient when at least a portion of said message is based on status information provided at the time said message is played, said status information not being available at the time said message is created.

49. The method of claim 44 further comprising:
adjusting said time associated with certain of said messages based upon requirements of said recipient.

50. The method of claim 44 further comprising:
adjusting the attributes of any said played message for a recipient based on requirements of said recipient.

51. The method of claim 44 further comprising:
obtaining data local to said recipient; and
based upon said local data, sending a message to a message sender.